

REMARKS

Claims 1-44 are pending in this application. Claims 1-40 have been rejected. Claims 1 to 40 have been currently amended. Claims 41 to 44 have been newly added in this amendment.

After this amendment, claims 1-44 are pending in this application. The amended claims better define the scope of the invention. No new matter, is believed to, have been added. A revised Abstract on a separate sheet, to correct the deficiencies pointed by the examiner is also attached.

Examiner has cited Brooks, Kagan et al, or Loggs for 35 USC 103 (a) obviousness rejection for claims 1-7, 9-12, 15-17 and 19, 21. Examiner has further cited Brooks, Kagan et al or Loggs, Walker et al or Lee for 35 USC 103(a) obviousness rejection of claims 8, 13-14, 18, 20, 22-40.

Brooks, teaches a maze game characterized by maze walls made of horizontal and vertical segments and where the players that may represent a cat and a mouse move and are present in the maze at the same time while the mouse is attempting to find a mouse hole to hide and the cat is attempting to find the mouse.

Kagan teaches an interactive multiple player game system including at least two playing devices communicating over an ad-hoc, wireless, all-to-all broadcast network. A playing device includes a processor for running a game scenario common to all of the playing devices within the network, a player controlled interface for enabling a player action within the game scenario, a transmitter for transmitting the player action over the network, a receiver for receiving player actions from other playing devices transmitting over the network,, and a display for displaying at least a portion of the game scenario.

Loggs teaches a multi-player, multi-character video game where the game rules force the players to cooperate in negotiating the maze until the characters reach a portion of the maze where a specific object is located.

Lee teaches a game for advertising products where users are continuously exposed to advertiser's products and the game screen is entirely composed of advertisement frames and the advertised products are displayed in these frames continuously. The advertised products in these frames are rotated in a manner similar to the display of a slot machine for gambling. The players earn points when the products in the advertising frames align in a pattern.

Walker teaches a distributed electronic tournament system in which many remotely located players participate in a tournament through input/output devices connected to a central controller which manages the tournament.

Applicant has amended independent claims 1, 15, and 21 by deleting some element and adding limitations to the element of landscape and additionally has added limitations to clarify the movement of hide and seek characters over the landscape. Applicant submits that the claims 1, 15 and 21 teach a different and new genre of game, where the landscape is not a maze and the movement of hide and seek characters is restricted so that at one time only the either the hide character or the seek character is able to move over the landscape.

Applicant has also amended dependent claims of these independent claims to better define the scope of the invention. These amendments are of a minor nature in the preamble of the claims. In the amended claim 9, a new feature has been claimed that finds support in the specification on Page 9, lines 3 to 14.

Applicant respectfully submits that the independent amended claims 1, 15 and 21, and their dependent claims are now not obvious over the cited combination of the art of Brooks, Kagan et al, or Loggs.

Applicant has amended claim 25 by adding an additional element and amending other elements. The additional element is:

enabling a game server hosting a game signing on players by a player identification means embedding a sequence from a group of player attributes of age, birthday month, geographic location, and gender.

Page 18, lines 7-12, and Figure 2A provide support for this element of a player identification means that embed player attributes of age, location and gender. Player identification means are not taught or suggested by Lee and Walker. Further, while Lee teaches an advertising game, Lee does not teach player attributes to select messages. While Walker teaches a distributed electronic tournament, Walker does not teach player and message attributes that are matched to select messages for display to the players.

Applicant respectfully submits that the independent amended claims 25 and their dependent claims are now not obvious over the cited combination of the art of Brooks, Kagan et al or Loggs, Walker et al or Lee.

In summary, in view of these amendments, the rejections for obviousness based on prior art of Brooks, Kagan et al or Loggs, Walker et al or Lee are considered moot.

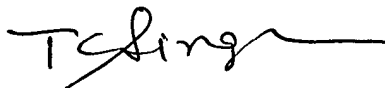
Applicant has added new claims 41 to 44. The claims 41-42 are dependent claims that are dependent upon claims 25. New claims 43-44 define another aspect of the invention related to the dynamic entry and display of messages. Page 17, lines 13-27, Figures 10A and 10B; Page 18, lines 7-12, and Figure 2A provide support for these new claims 41-44.

CONCLUSION

In conclusion, Applicant respectfully asserts that claims 1-44 are patentable for the reasons set forth above, and that the application is now in a condition for allowance. Accordingly, an early notice of allowance is respectfully requested. The Examiner is requested to call the undersigned at 310-540-4095 for any reason that would advance the instant application to issue.

Dated this the 11th day of March, 2004

Respectfully submitted,

A handwritten signature in black ink, appearing to read 'T. Singhal', with a long horizontal flourish extending to the right.

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